

# LAKE COUNTY PISTOLEROS

Presents

## IDES OF MARCH 2014



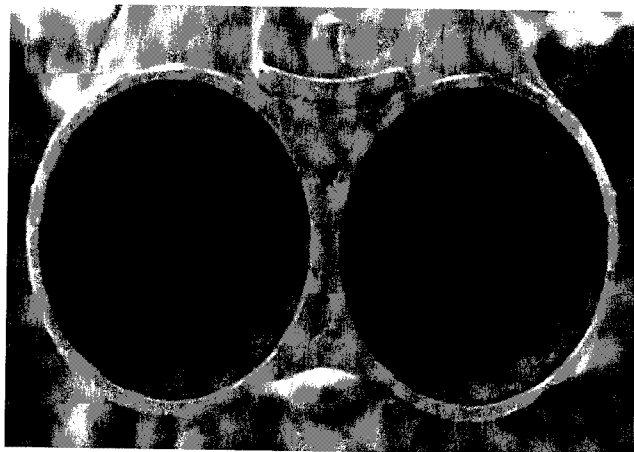
March 14<sup>th</sup> - 16<sup>th</sup>

## Stage 1 Ranger John Paxton and the Amarillo Rattler

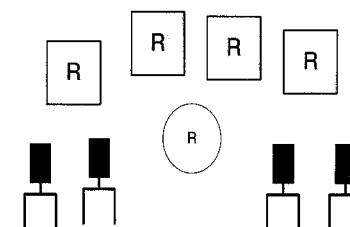
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Bullets by Chance

Ranger John Paxton had been on the trail of the Amarillo Rattler for two years. He got word that he might be at a cabin 5 miles outside of Swamp Water. Paxton was moving in when Amarillo surprised him from the side. They both fired at once with their double barrel shotguns and when the smoke cleared they were both still standing. Their ears were bleeding and their teeth were loose but no lead had struck anyone. Paxton just waved Amarillo on, got on his own horse and left.

Start line - "I'll catch you another time"



## Stage 1



Round Count : 10 pistol 10 rifle 4+ shotgun

Staging : Pistols holstered, rifle & shotgun on right table

Starting Pos: Behind fence touching saddle with both Hands

Starting Line: "I'll catch you another time"

ATB: With 1<sup>st</sup> pistol starting and ending on the cowboy, place five rounds on the three pistol targets repeat directions for second pistol, move to rifle engage each rifle target with two rounds starting and ending on the circle make rifle safe, with shotgun knockdown the four shotgun targets any order.

## Stage 2- The Border Vigilante

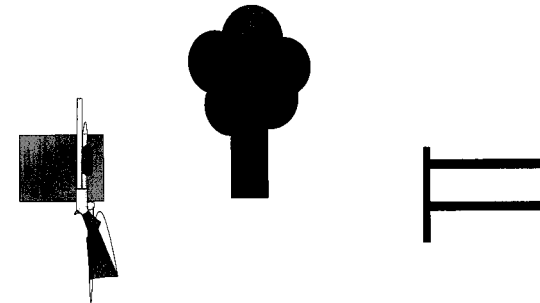
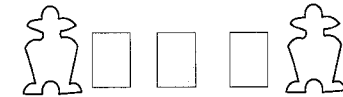
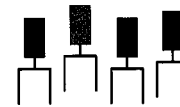
Sponsored by  
Cowboy Guns by Roughneck  
Rod

The man known as the Border Vigilante was starting to take matters into his own hands. He had been hired by the town of Swamp Water to clean up the riffraff making their way across the Rio Grande from Mexico. One day he mistook local cowboy Cookie Hernz for one of those riffraff and shot the mule that Cookie used to pull his wagon. Cookie caught up with the Vigilante, disarmed him, took his horse and made him walk out across the barren grasslands never to be seen again.

Start line – “Senor, No cookies for you !”



## Stage 2



Round Count : 10 pistol 10 rifle 4+ shotgun

Staging : Pistols holstered, rifle on barrel/table, & shotgun on left table

Starting Pos: By barrel touching rifle but rifle must remain flat on table

Starting Line: “Senor, No cookies for you !”

ATB: With rifle engage targets with a Rattler Sweep (Double tap a outside target then single tap sweep the three inside targets twice from same direction then double tap other outside target) make rifle safe on barrel table between rails move to shotgun and knockdown the shotgun targets any order make shotgun safe on table then move to corral fence (muzzle of pistol must be past fence post) engage targets same as rifle

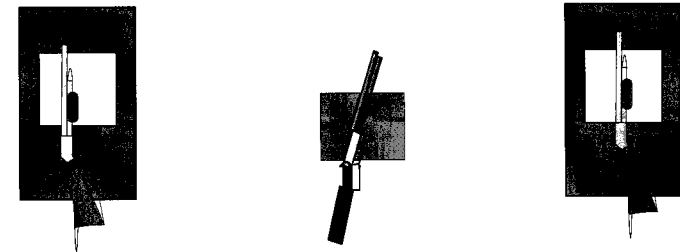
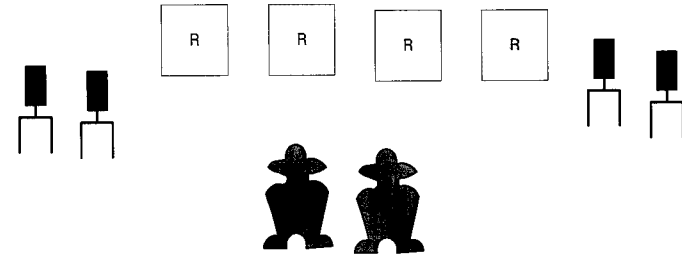
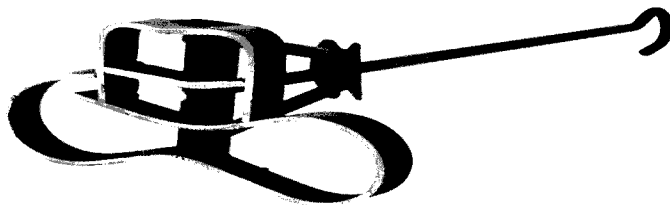
## Stage 3

### Stage 3- Iron Horse and Bubba - getting the job done!

Sponsored by  
Cowboy Action Products

Iron Horse and his son Bubba were the kind of cowboys who got the job done. When their neighbor's cattle got stolen they took out after the rustlers when no one else would. They caught up with them at Whiskey Gulch and lit into them with guns ablazin'. Bubba was shooting his colts so fast they through down their guns and hit the dirt. After they tied up the rustlers Iron Horse took a branding iron to the leader of the gang and left his mark for him to remember.

Start line - "Don't you ever come back to Swamp Water ya 'hear."



Round Count : 10 pistol 10 rifle 4+ shotgun

Staging : Pistols holstered, rifle on center table, shotgun at either outside window

Starting Pos: Either outside window holding shotgun with both hands

Starting Line: " Don't you ever come back to Swampwater, ya hear !"

ATB: with shotgun knockdown two shotgun targets thru window move to other window and repeat make shotgun safe, with rifle engage the four rifle targets in a Lawrence Welk Sweep (1rd 2rds 3rds 4rds) make rifle safe, with pistols engage the two pistol targets in a Lawrence Welk alternation (1rd 2rds 3rds 4rds)

**Stage 4: Wildcard Willow: Independent  
Cowgirl**

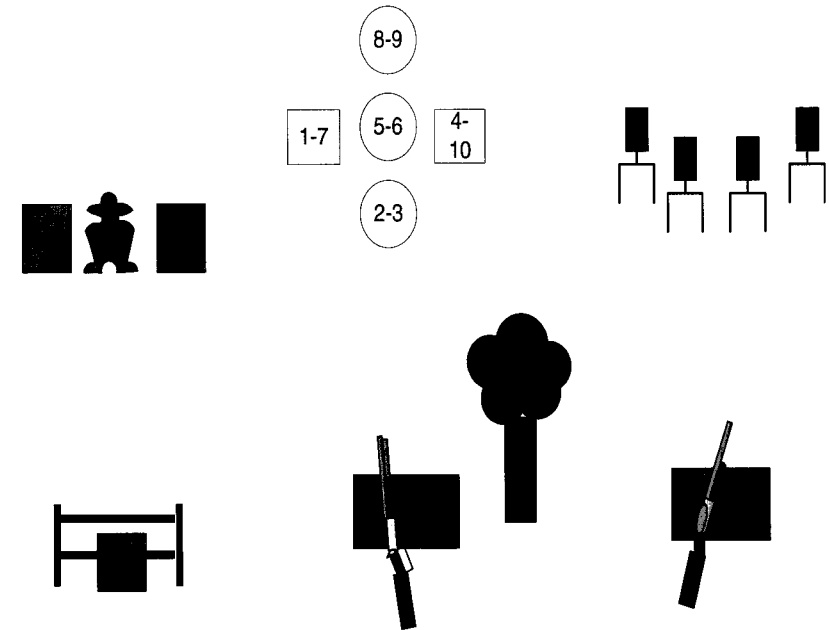
**Sponsored by  
Georgia State Championship**

Wildcard Willow found herself in Swampwater, having come from Rhode Island. After a few short years she had learned to ride, rope and shoot with the best of the cowboys in town. She called her own shots and ran her ranch as she saw fit. One night she was in the saloon when a cowboy started sweet talking her. The cowboy's southern drawl was so bad she could only understand every other word. Frustrated, she pulled her colt pistols, fired them into the ceiling and yelled, "Can't you darn cowboys learn how to talk"! She then took her shot of whiskey and walked to the card table to play poker.

**Start line- "Can't you darn cowboys,  
learn how to talk !"**



**Stage 4**



**Round Count :** 10 pistol 10 rifle 4+ shotgun

**Staging :** Pistols holstered, rifle on left table and shotgun on right table

**Starting Pos:** Start in front of pistol targets, hands on fence

**Starting Line :** "Can't you darn cowboys learn how to talk !"

**ATB :** Engage pistol targets by Nevada sweeping the three pistol targets double tapping the center target for 10rds (starting on either end), move to rifle again starting on either left or right side Nevada sweep the targets double tapping a different circle each time crossing center (ie: example of shot order starting on left and going to bottom circle first, shown on diagram) make rifle safe move to shotgun and engage knockdowns any order till down

## Stage 5: US Marshals Hawkeye Gin and Beck a Boo

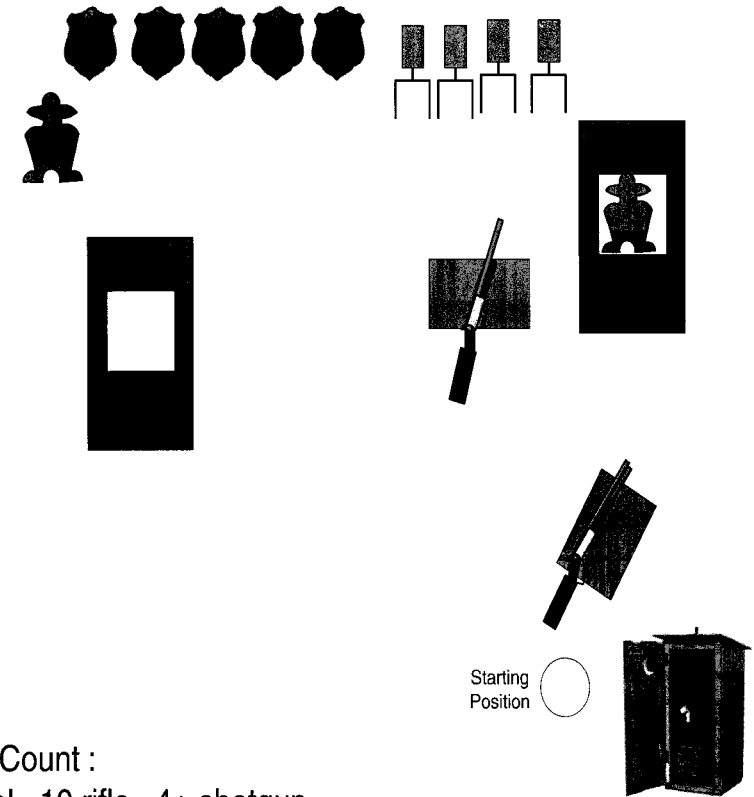
Sponsored by  
Golden Triangle Guns

Delta Glen was mighty proud of his two daughters and here they were US Marshals in the Badlands and barely out of the teens. They were hot on the trail of a bad hombre named Roughneck Rod and they knew it would be tough bringing him in, dead or alive. They cornered him just outside of Swampwater and commenced to having a gunfight with him. People that witnessed the gun fight never heard so many shots fired so fast. As Rod dropped to the ground dying he looked at the girls with admiration and said, "Dang, those girls are wicked fast"!

Start Line- "Dang those girls are wicked fast."



## Stage 5



Round Count :

10 pistol 10 rifle 4+ shotgun

Staging : Pistols holstered, rifle on right barrel by outhouse, shotgun on table

Starting Pos: By outhouse hands on pistols, foot on plate

Line : "Dang ! Those girls are wicked fast"

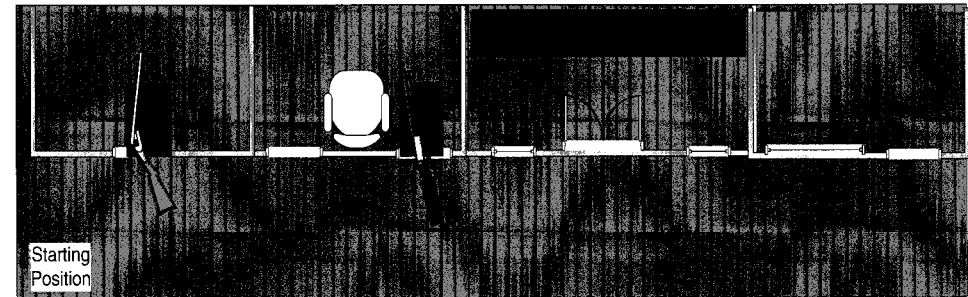
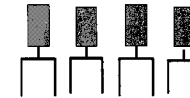
ATB: With rifle engage the five shields in a sweep from either direction and engage the cowboy in front of you thru window with 5 rounds ( sweep & dump or dump & sweep), move to left window and with pistols put five rounds on cowboy and sweep shields from either direction (sweep & dump or dump & sweep) move to shotgun and knockdown shotgun targets any order

## Stage 6: Brucester Diamond and Greta Dee

Sponsored by  
Gunpowder Creek Trading Post

Brucester was visiting his girl Greta Dee in the Swamp Water General store when two cowboys came in and started giving her a hard time. Greta could take care of herself and she was doing just that till one of those cowpokes got a little too fresh. Not liking what he heard, Brucester grabbed a shotgun from the Picyune, struck one in the head knocking him out and drew down on the other. Now that he had his attention, he said, "pick up your buddy there and move along." Brucester had won Greta's heart.

Start line - "That's no way to talk to a lady!"



Round Count: 10 pistol 10 rifle 4 + shotgun

Staging: Pistols holstered, rifle right barber shop doorway  
shotgun on barrel in Picyune

Starting Pos: Leaning on pole by Picyune not touching ammo

Starting Line: "That's no way to talk to a lady !"

ATB: With shotgun knockdown the shotgun targets make shotgun safe, move to rifle and engage the middle target with three rounds then engage a outside target with two rounds then repeat using other outside target make rifle safe, move to bar in saloon and with pistols engage center target with three rounds and a outside target with two rounds then repeat using other outside target

## Stage 7: Two Bad Hombres

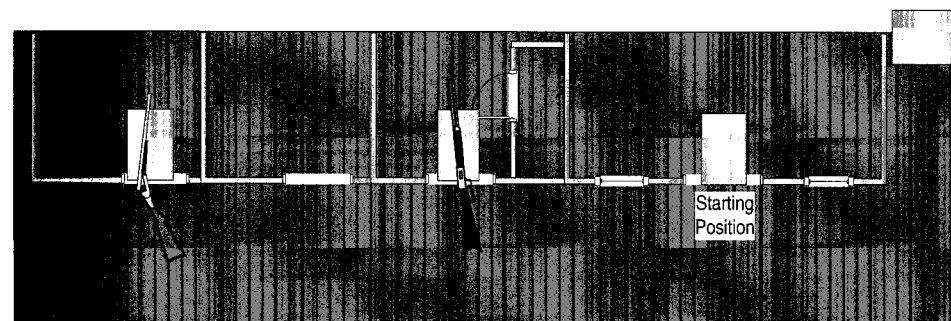
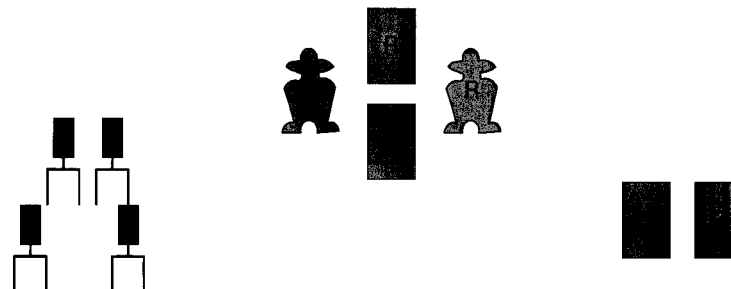
Sponsored by  
Get Loaded LLC  
Ammo & Reloading  
Products

Swampwater's Bad Hombre heard there was a Bad Hombre in Chuluota calling him out so he loaded his guns, got on his horse and headed for Chuluota. He was waiting in the saloon when Chuluota's Bad Hombre came in. Bad Hombre turned and with his hand on his Colt he said, "Texas ain't big enough for two Bad Hombres!" When the smoke cleared one Bad Hombre laid on the floor.

Start Line- "Swampwater ain't big enough for two Bad Hombres"



## Stage 7



Round Count: 10 pistol 10 rifle 4+ shotgun

Staging: Pistols holstered, rifle in jail, shotgun at Undertaker's

Starting Pos: Hands on gun(s)

Starting Line: "Swampwater is not big enuff for two Hombre's"

ATB: With pistols alternate on the two pistols targets in a 1-1-3-3-1-1 round count, move to rifle and engage each outside target with 1 round then engage the center targets with 3 rounds each then engage outside targets with 1 round each make rifle safe, move to shotgun and knockdown the shotgun targets



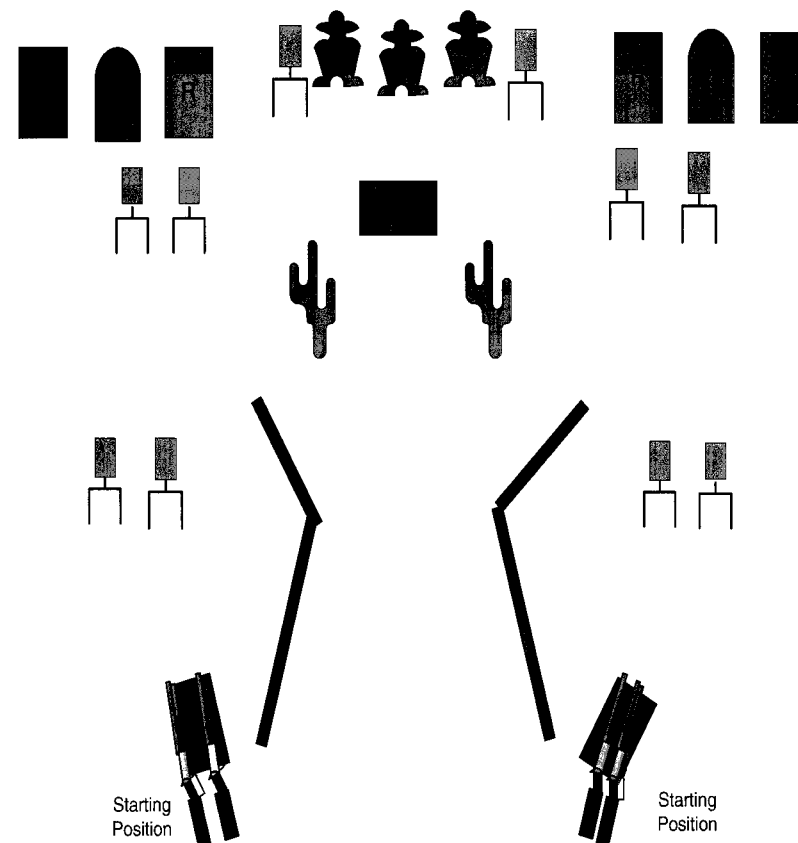
# Stage 8

## Stage 8: Texas Jack McCoy - Texas Ranger

Sponsored by  
Klassic Laser Works

Texas Jack McCoy had been in some tough scrapes before but not like this. He was shot through his left hand and there were 3 outlaws standing in front of him. Jack didn't like his chances but he hated the smiles on their faces more. He pulled his pistol with his good hand and fired away. He dropped that gun when empty and drew his cross draw. When the smoke cleared the three outlaws lay dead. Two young boys who saw the gunfight looked at the Ranger with admiration. Jack winked at the boys and said,

Start line-"Pick the good side boys"



Round Count: 10 Pistols 10 rifle 6+ shotgun

Staging: Pistols holstered, shotgun on left or right barrel

Starting Pos: Behind left or right barrel, rifle in hand

Starting Line: "Pick the good side"

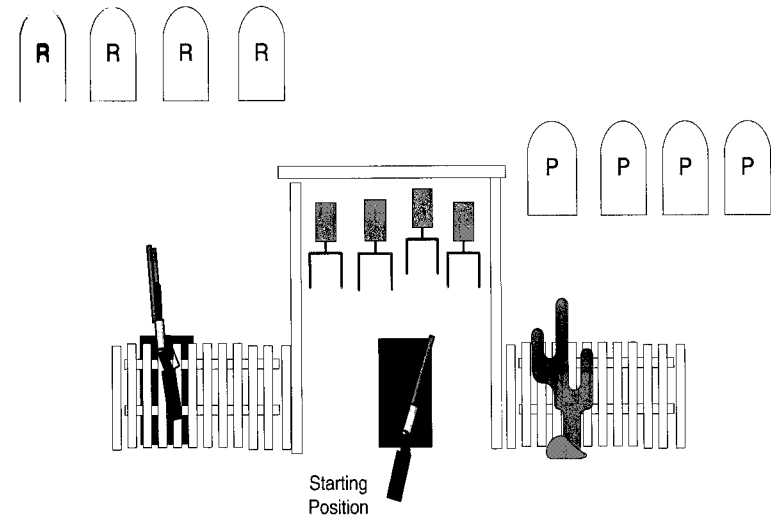
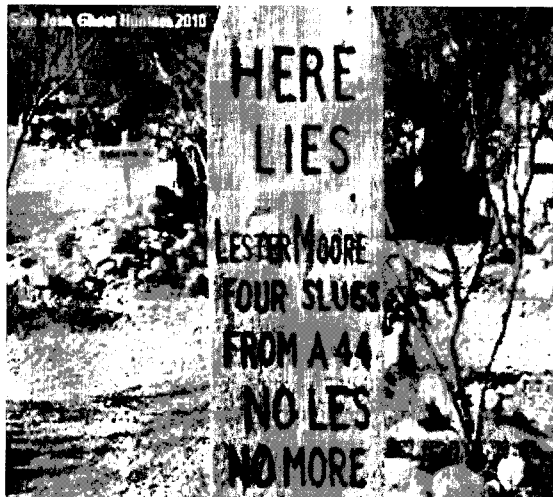
ATB: With rifle engage the three targets in a Indiana Sweep (double tap center target then single tap sweep targets from either end repeat directions for 2<sup>nd</sup> five rounds) make rifle safe, with shotgun knockdown two knockdown's, move down alley and between wall & cactus knockdown two more knockdown's move to table knockdown last pair of knockdowns make shotgun safe, with pistols Indiana Sweep the three pistol targets

## Stage 9- The Kid's Settle It

### Sponsored by Recollections

Kid Celero grew up hearing about the exploits of Kid Romeo and now he was ready to take on Kid Romeo and put an end to his gunslinger life. They met outside of town in front of Swampwater's "Boot Hill" at high noon. As he walk closer to Kid Celero, Romeo turned to his sweetheart Naughty Juliet, smiled, gave her a wink and said, "I'll be back in a second". He let Kid Celero draw first and then quickly dispatched the young upstart with 5 quick shots. He looked over at an admiring Juliet and said, "I must be getting slow, that took 1.58 seconds, should have been 1.51".

Start line- "I must be getting slow !"



Round Count: 10 Pistol 10 rifle 4+ shotgun

Staging: Pistols holstered, rifle on left table, shotgun center barrel table

Starting Pos: Hands on pistols by shotgun

Starting Line: "I must be getting slow !"

ATB: With shotgun knockdown the four shotgun targets make shotgun safe, with rifle engage the four targets in a "Hoot Sweep"(engage a outside target with 1 round then double tap alternate the two inside targets for 8 rounds then engage other outside target target with 1 round) make rifle safe, move to right fence( muzzle past cactus) and with pistols engage targets same as rifle "Hoot Sweep"

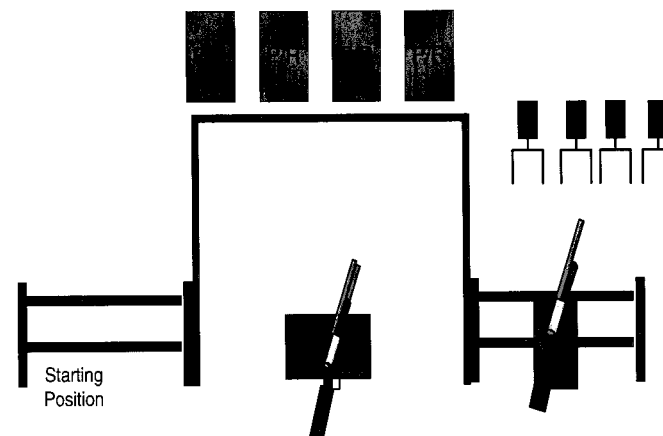
# Stage 10

## Stage 10: The Marshall's Granddaughter

Sponsored by  
Texas Jack's & Unique Tek Inc.

The Marshall from Bannack knew his Granddaughter Kae was a pistol early on and he wasn't surprised when she tracked down the horse thief who had stolen her best friends horse. She caught up with him outside of Tulsa, lassoed and dragged him for a quarter mile just to teach him a lesson. As she looked down at the cowboy from her horse she smiled and said, "You're going to jail cowboy and just so you remember, you got wrangled by Kalamity Kae".

Start line – "You're going to jail cowboy!"



Round Count: 10 Pistol 10 rifle 4+ shotgun

Staging: Pistols holstered, rifle on center table, shotgun on right barrel table

Starting Pos: Holding lasso at left fence

Starting Line: "Your going to jail cowboy"

ATB: Shooters choice to start with pistols or rifle engage targets in a 2-4-6-8 sweep from either direction (2 rounds 4 rounds 6 rounds 8 rounds) move to shotgun and knockdown the four shotgun targets